

PRINNY

Humanoids who have led a worthless life, such as thieves or murderers, or have committed a mortal sin such as suicide, have their souls sewn into the body of a prunny upon their death. Due to the unstable soul of a human, regular prinnies will explode when they hit something with great force, such as when thrown.

The prunny remains until it has earned reincarnation by redemption through good deeds or earning enough money, and leaves its servitude in a ritual involving the Red Moon. In Celestia, prinnies mostly act as maids and domestic servants. The good deeds they perform there lead to their reincarnation. In the Netherworld, depending on the lord they serve, they spend their difficult after-lives doing excessively hard labor for very little pay, and are often thrown around just for the amusement of their lords. The pittance of money they earn in the Netherworld goes towards their reincarnation.

Physically, they are small, usually blue, pouch-wearing penguin-like creatures with disproportionately small bat wings, two peg legs where feet would normally be and stitches next to the mouth. A common trait of prinnies is their upbeat attitude and frequent use of the word "dood" as an interjection. Prinnies stand roughly three feet, three inches (100 cm) tall, though the weight can vary. Prinnies attack with knives, bombs, and occasionally other weapons stored in their bags.



PRINNY

small beast, unaligned

Armor Class 11

Hit Points 13 (3d8)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	10 (0)	6 (-2)	8 (-1)	14 (+2)

Senses darkvision 60 ft., passive Perception 12

Languages Common, languages known before death.

Challenge 1/2 (100 XP)

Unstable Soul. When the prunny impacts something it explodes. The prunny can use it's reaction to try to avoid the impact, succeeding a DC 10 dexterity saving throw. If the prunny is thrown, kicked or falling, the saving throw is automatically failed. The explosion deals 18 (4d8) fire damage to all creatures within 5 feet from the prunny who fail a DC 12 dexterity saving throw and half damage to those who succeed the saving throw. The prunny dies during the explosion.

Redemption. The living soul inside the prunny is tied to the world and, therefore, cannot leave unless it is through a good deed. At the DM's discretion, when the prunny has fulfilled a life of good acts or has done an heroic deed, the prunny explodes and a baby appears in place of the prunny. This baby is the same race and sex of the humanoid soul within the prunny and has no memories of his or hers pasts lives.

Actions

Multiattack. The prunny makes two attacks with its knives.

Knives. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit* 5 (1d4 + 3) slashing damage.

Bomb Throw. The prunny throws a small ball of cloth filled with explosive powder, that explodes on impact. Choose a point you can see within 30 feet from you, each creature within 5 feet from the point must succeed a DC 12 dexterity saving throw or take 10 (3d6) fire damage.

CREDITS

Idea and creation: NovemberBrow /u/Sravps

Based on Nippon Ichi's Disgaea Character: The Prunny.